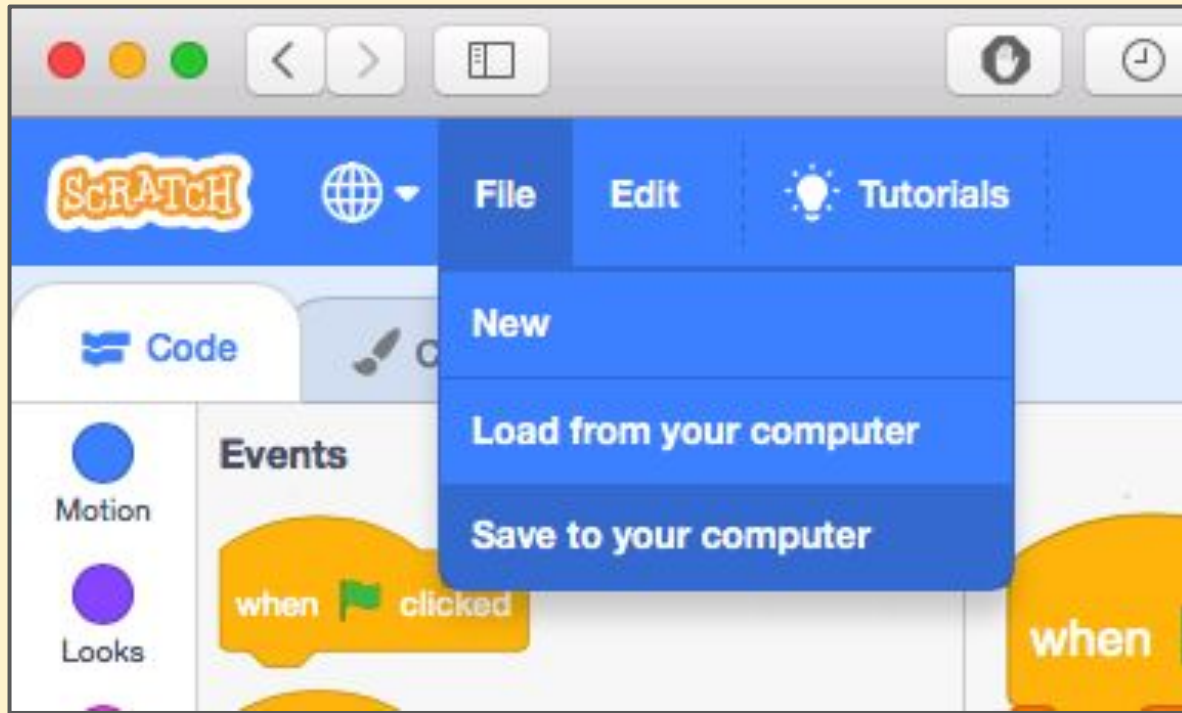


The blocks you need are from: **Events** (yellow); **Looks** (purple); **Sensing** (blue); **Control** (orange); and **Operators** (green)



For the **if answer = B** then block:

- Use the **= 50** block from **Operators** (green)
- Add the **answer** block from **Sensing** (blue) in the first bit
- Make the **=** say the correct answer (B for question 1)



To save your work:

1. Click File (top left)
2. Save to your computer
3. Find the download
4. Move it into a helpful space

The image shows a Scratch script for an e-safety quiz. The script is built using the following blocks:

- when green flag clicked** (Events)
- set theScore to 0** (Variables)
- say Welcome to the e-safety quiz for 2 seconds** (Looks)
- say Answer A, B or C to each question for 2 seconds** (Looks)
- ask What is the best password: A = dog; B = BlueSpanner2004; C = pa55w0rd and wait** (Sensing)
- if answer = B then** (Control)
 - say a suitable message for 2 seconds** (Looks)
 - change theScore by 1** (Variables)
- else** (Control)
 - say a different message for 2 seconds** (Looks)

The left sidebar shows the Scratch interface with the following categories and blocks:

- Motion**: Move, Turn, Go to x, y, Slides, etc.
- Looks**: Say, Wait, Think, etc.
- Sound**: Play sound, Stop sound, etc.
- Events**: When green flag clicked, When clicked, etc.
- Control**: If, If-then-else, Repeat, etc.
- Sensing**: Ask, Clicked on this area, etc.
- Operators**: Math, Logical, etc.
- Variables**: Make a Variable, Make a List, etc.
- My Blocks**: Make a Block, etc.

Make a **variable** called **theScore** to keep track of the user's score



Adding a complex message can be done by using a **join** block (or two)